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Page 8, second paragraph bridging page 9:



The device groups required for operating a coin actuated entertainment automat 1 are illustrated as a block circuit diagram in figure 2. The entertainment automat 1 comprises a symbol game device 2 comprising a picture screen tube or, respectively, a flat picture screen, by way of which symbol combination are presented, wherein a winning value of different level is coordinated some of the symbol combinations. The symbol game device 2 is connected to a control unit 7 by way of an intermediary of video controller 6 having a symbol memory storage. The control unit 7 of the coin actuated entertainment automat 1 comprises a microcomputer 8 with the calculating circuit 9, a control circuit 10 and accumulators 11. The programs such as pseudo random number generator program, winning value recognition program, display control program, and winning plan program required are contained in a fixed value memory storage (read only memory ROM) 12. The determined pseudo random numbers for each entered game are intermediately stored in an operating data memory storage (random access memory RAM) 13. In addition obtained values are registered in credit balance counters and other counters in the operational data memory storage (random access memory RAM) 13.